This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1.   (Currently Amended) A gaming machine comprising:
a master gaming controller designed or configured to control a game of chance played on the gaming machine wherein the gaming machine is operable for each played game of chance to:

2)2) 1) receive a selection of a prize from a list of prizes prior to determining the outcome of the played game of chance wherein the prize corresponds to an award for at least one outcome for the played game of chance and wherein the prize is only awarded after the outcome of the played game of chance is determined,

2) determine the outcome for the played game of chance wherein odds for all possible outcomes of the played game of chance are generated prior to the selection of the prize;

3) display the outcome for the played game of chance and

4) indicate an award of the prize when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize;

a memory for storing the list of prizes; and

a prize display mechanism for displaying the list of prizes stored in the memory; and

a prize selection mechanism for selecting one or more prizes corresponding to one or more outcomes of the game of chance played on the gaming machine

wherein the prizes include cash prizes and non-cash prizes.

2.   (Previously Amended) The gaming machine of claim 1, wherein the non-cash prizes are selected from the group consisting of merchandise, vacations, airline miles, and shopping sprees.

3.   (Previously Amended) The gaming machine of claim 1, wherein the prize selection mechanism allows the user to select one or more prizes specific to a wager amount of the game of chance played on the gaming machine.

4.   (Original) The gaming machine of claim 1, wherein the gaming machine is a mechanical slot machine, a video slot machine, a keno game, a lottery game, or a video poker game.

5.   (Previously Amended) The gaming machine of claim 1, wherein a probability of the outcome of the game of chance played on the gaming machine is specific to a value of the selected prize.

6.   (Original) The gaming machine of claim 1, wherein the prize selection mechanism is a key pad, a button panel, a video touch screen, a mouse, a touch pad, a joystick, a microphone or a magnetic card.

7.   (Previously Amended) The gaming machine of claim 1, wherein the prize display mechanism is a printed sign, a video display screen, a bonus wheel, a video touch screen, an LCD (Liquid Crystal Display), a back-lit glass panel or a prize.

8.   (Previously Amended) The gaming machine of claim 1, wherein the memory is an EEPROM (Electronically Erasable Programmable-Read only Memory), a CD-ROM (Compact Disc-Read Only Memory), DVD (Digital Versatile Disc), a non-volatile memory, or a magnetic storage device.

9.   (Original) The gaming machine of claim 1, wherein the gaming machine provides a display format for the one or more prizes displayed on the display mechanism.

10.   (Original) The gaming machine of claim 9, wherein the display format is graphical or textual.

11.   (Original) The gaming machine of claim 9, wherein the display format indicates a feature of the prize.

12.   (Original) The gaming machine of claim 11, wherein the prize feature is a prize value.

13.   (Original) The gaming machine of claim 11 wherein the prize feature is a prize theme.

14.-20. (Previously Cancelled).

21.   (Currently Amended) A prize distribution network comprising:

(a) a prize server comprising;

an interface for providing prize information to one or more gaming machines wherein at least one of the gaming machines is external to the prize server; and

a memory storing the prize information as groups of prizes for separate display on the one or more gaming machines; and

(b) a plurality of gaming machines each gaming machine comprising;

a memory storing a list of prizes; and

a prize display mechanism displaying the prizes; and

a prize selection mechanism for selecting one or more prizes for one or more outcomes of a game of chance played on the gaming machine wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine of the plurality of gaming machines is operable for each played game of chance on the at least one gaming machine to: 1) receive a selection of a prize from the list of prizes prior to determining the outcome of the played game of chance wherein the prize corresponds to an award for at least one outcome for the played game of chance and wherein the prize is only awarded after the outcome of the played game of chance is determined, 2) determine the outcome for the played game of chance wherein odds for all possible outcomes of the played game of chance are generated prior to the selection of the prize 3) display the outcome for the played game of chance and 4) indicate an award of the prize when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize.

22.   (Previously Amended)The prize distribution network of claim 21, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a lottery game, or a poker game.

23.   (Previously Amended) The prize distribution network of claim 21, wherein the non-cash prizes are selected from the group consisting of merchandise, vacations, airline miles, and shopping sprees.

24.   (Currently Amended) In a gaming machine having a prize selection mechanism, a prize display mechanism for displaying a list of prizes, a method of selecting a prize specific to an outcome of a game of chance played on a gaming machine, the method comprising;

displaying multiple prizes available for selection on the prize display mechanism;

receiving an input signal from the prize selection mechanism for selecting a prize from the list of prizes prior to determining the outcome of the game of chance, said input signal corresponding to a user's selection of the selected prize wherein the selected prize corresponds to

an award for one of the outcomes of the game of chance and wherein the prize is only awarded after the outcome of the played game of chance is determined;

receiving a wager for the game of chance;

determining the outcome for the game of chance <u>wherein odds for all possible outcomes of the played game of chance are generated prior to the selection of the prize</u>;

presenting the outcome for the game of chance; and

indicating an award of the selected prize when the determined outcome for the game of chance is the same as the one the outcomes of the game of chance corresponding to the prize selection

wherein the prizes include cash prizes and non-cash prizes.

25.   (Previously Amended) The method of claim 24, wherein the non-cash prizes are selected from the group consisting of merchandise, vacations, airline miles, and shopping sprees.

26.   (Previously Amended)The method of claim 24, further comprising determining a pay table to be used in determining the outcome for the game of chance, wherein the pay table is chosen according to the value of the selected prize.

27.   (Original) The method of claim 24, further comprising outputting the selected prizes to a portable memory device.

28.   (Previously Amended) The method of claim 27, wherein the portable memory device is a magnetic card, a personal digital assistant or a smart card.

29.   (Original) The method of claim 24, wherein the prize selection mechanism is a key pad, a button panel, a touch screen, a mouse, touch pad, joystick, a microphone, a smart card or a magnetic card.

30.   (Previously Amended) The method of claim 24, further comprising receiving a signal for initiating the game of chance.

31.   (Previously Amended) The method of claim 24, further comprising displaying a group of prizes available for selection in the prize display mechanism specific to a wager amount.

32.   (Previously Amended) The method of claim 24, wherein the game of chance is a slot game, a keno game, a lottery game, or a poker game.

33. (Original) The method of claim 24, further comprising displaying the selected prize on the prize display mechanism.

34. (Previously Amended) The method of claim 24, wherein the prize display mechanism is a printed sign, a video display screen, a bonus wheel, a video touch screen, back-lit glass panel or an LCD (Liquid Crystal Display).

35. (Currently Amended) In a prize distribution network comprising a plurality of gaming machines connected to a prize server, a method for distributing information about prizes available on specific gaming machines, the method comprising,

establishing communication with each gaming machine connected to the prize server; and

sending prize information from a memory on the prize server to a memory on each gaming machine, said prize information specific to prizes which are available for selection by game players as game awards on games played on the gaming machines wherein the prizes include cash prizes and non-cash prizes and wherein at least one gaming machine is operable for each played game of chance on the at least one gaming machine to: 1) receive a selection of a prize from the list of prizes prior to determining the outcome of the played game of chance wherein the prize corresponds to an award for at least one outcome for the played game of chance and wherein the prize is only awarded after the outcome of the played game of chance is determined, 2) determine the outcome for the played game of chance <u>wherein odds for all possible outcomes of the played game of chance are generated prior to the selection of the prize;</u> 3) display the outcome for the played game of chance and 4) indicate an award of the prize when the determined outcome for the played game of chance is the same as the at least one outcome for the played game of chance corresponding to the prize.

36. (Previously Amended)The method of claim 35, wherein the game of chance is a slot game, a keno game, a lottery game, or a poker game.

37. (Previously Amended) The method of claim 35, wherein the prizes are selected from the group consisting of merchandise, vacations, airline miles and shopping sprees.

38. (Original) The method of claim 35, further comprising displaying the prize information to a video display screen associated with one or more of the gaming machines.

39. (Original) The method of claim 38, further comprising identifying one or more prizes selected by a user.

40.   (Original) The method of claim 39, further comprising outputting the selected prize information to a portable storage device, which can be read by one or more of the gaming machines.

41.   (Original) The method of claim 24, further comprising:
printing a record of the selected prizes.

42.   (Currently Amended) ~~The prize server of claim 14~~ The prize distribution network of claim 21, wherein the prize server is ~~a~~ one of the plurality of gaming ~~machine~~ machines.

43.   (Currently Amended) ~~The prize server of claim 14~~ The prize distribution network of claim 21, wherein the prize server is configured to receive prize fulfillment information used to redeem prizes won by players playing the gaming machines.

44.   (Original) The prize distribution network of claim 21, further comprising:
a prize fulfillment center that is used to acquire and deliver prizes.